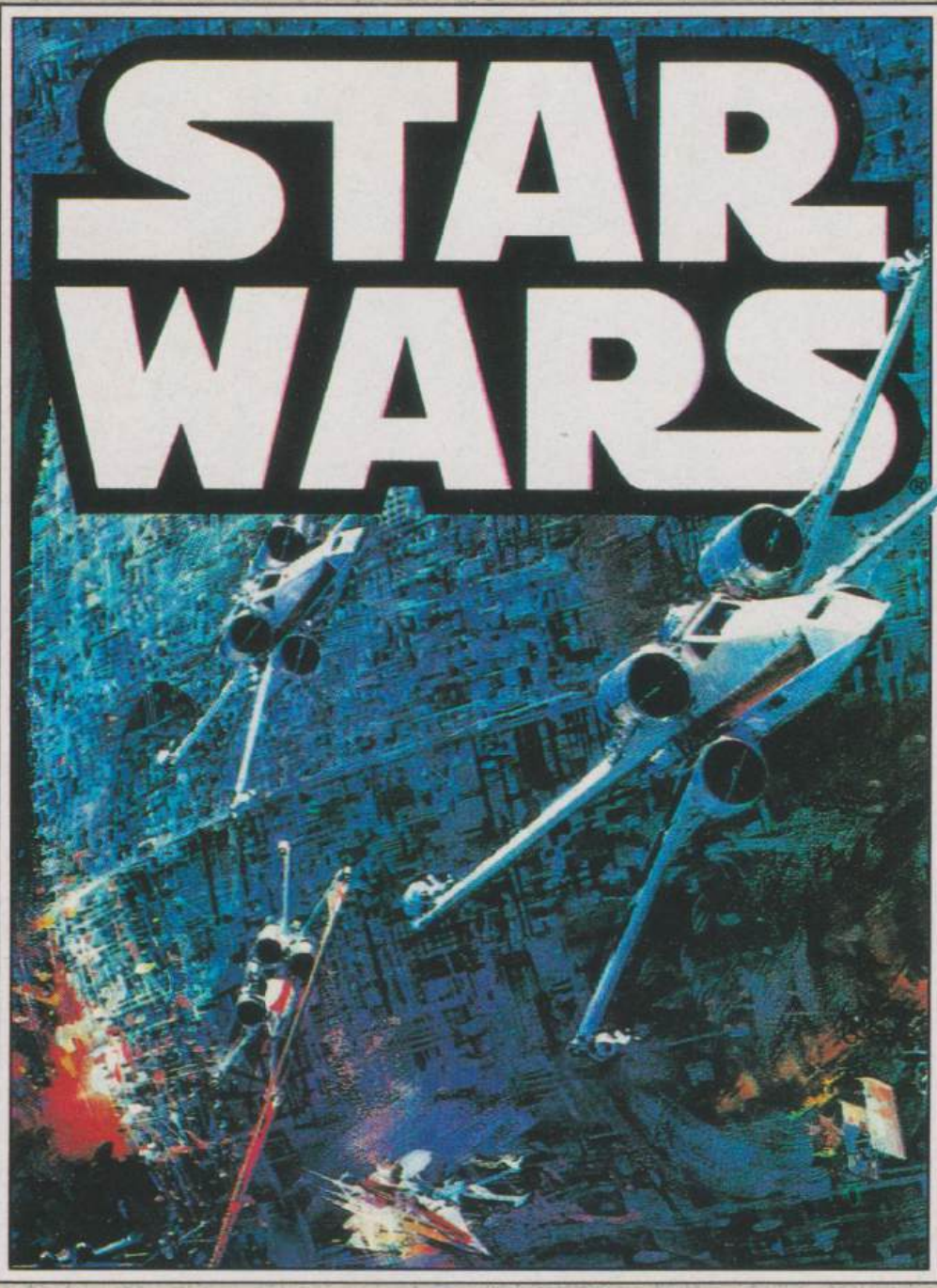
JVC

JVC MUSICAL INDUSTRIES, INC.

NES-7V-USA

STAR WARS®



LUCASFILM GAMES™

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

Official
Nintendo
Seal of Quality

©, ®, & ™1991 LUCASFILM LTD. ALL RIGHTS RESERVED. USED UNDER AUTHORIZATION. STAR WARS and all other elements of the game fantasy are either registered trademarks or trademarks of Lucasfilm Ltd. Lucasfilm Games is a trademark of LucasArts Entertainment Company.

This official seal is your assurance that NINTENDO® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your NINTENDO ENTERTAINMENT SYSTEM®

NINTENDO® and NINTENDO ENTERTAINMENT SYSTEM® are trademarks of Nintendo of America Inc.

Precautions

1 This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never take it apart, hit it or drop it.

2 Do not get the terminals wet or dirty. Avoid touching them with your bare hands.

3 Do not clean the Game Pak with solvents of any kind, such a paint thinner, benzene, or alcohol.

4 We recommend against using a rear projection type television with your NES as image retention on the screen may occur. See back cover for full details.

5 See the warranty information in the back of this manual for more information.

Licensed by NINTENDO®
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

EPISODE IV
A NEW HOPE

It is a period of civil war. Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire. During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet.

Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the galaxy.

Getting Started 5

Luke, Han & Leia Controls 6

Select Screen 8

Scoring 10

Tatooine 11

Landspeeder Controls 12

Asteroid Field 13

Millennium Falcon Pilot Controls 13

Death Star 14

Millennium Falcon Gunner Controls 18

X-wing Fighter Pilot Controls 19

X-wing Controls on the Death Star 20

The Rebel Alliance: Your Characters 21

The Empire: Your Enemies 24

Game Credits:
Designed and Developed by Lucasfilm Games.
Programming by BEAM Software Pty. Ltd.

Getting Started

With your Nintendo Entertainment System turned off, insert the STAR WARS Game Pak and then turn on your Control Deck. Press START and the opening sequence of the lifepod escaping to the Tatooine Desert with C-3PO and R2-D2 aboard will begin. If you would like to skip the opening and begin play, press START again.

Number of Players: STAR WARS is a one player game. However, you and two friends can take turns playing as Luke, Han, or Princess Leia (after you find them).

Game Over: The game is over whenever you lose all of your Luke Skywalker lives or when the Millennium Falcon or X-wing is destroyed.

Continue Yes: The game starts again from the beginning of the level that you were in.

You keep all of your characters, items from previous levels, and score. Luke restarts with three lives.

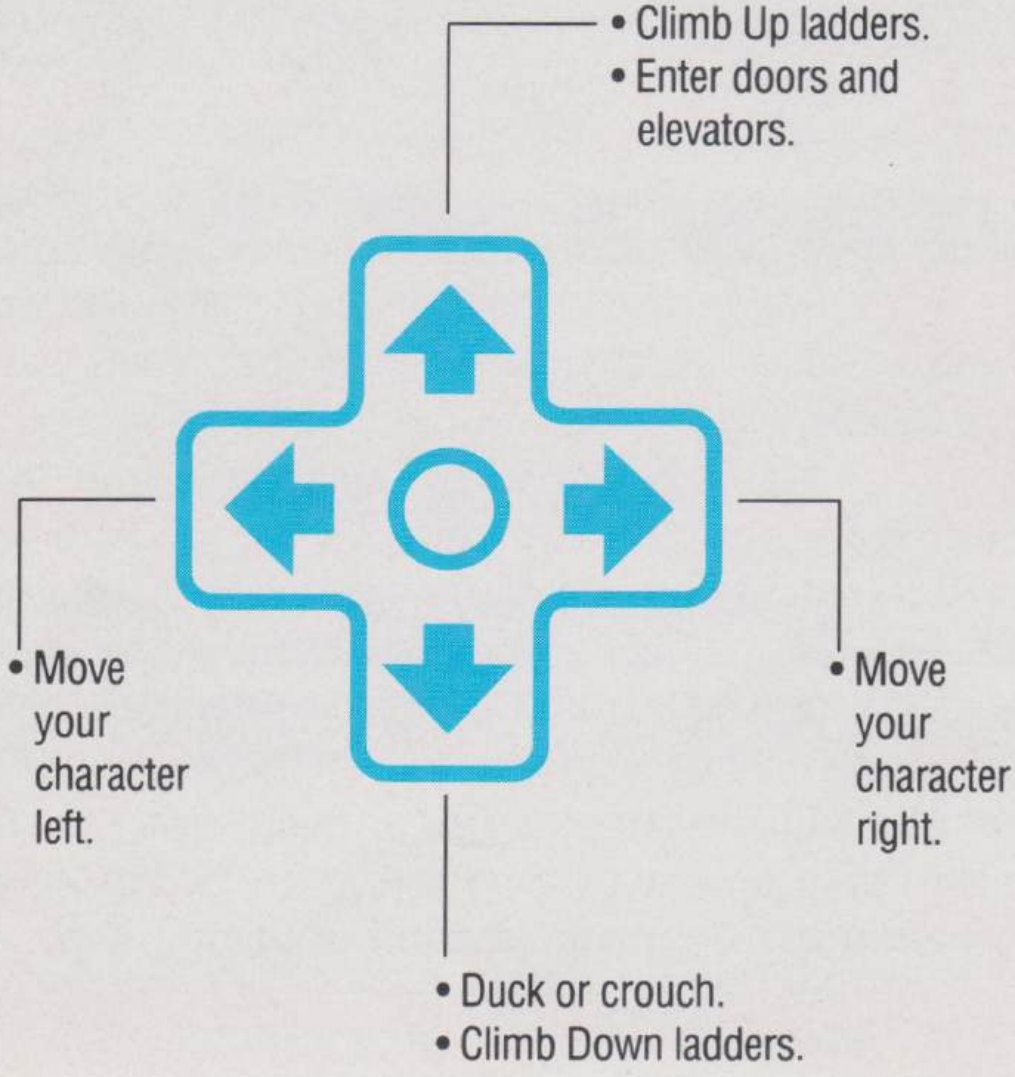
Continue No: The game will end and the title screen will appear.

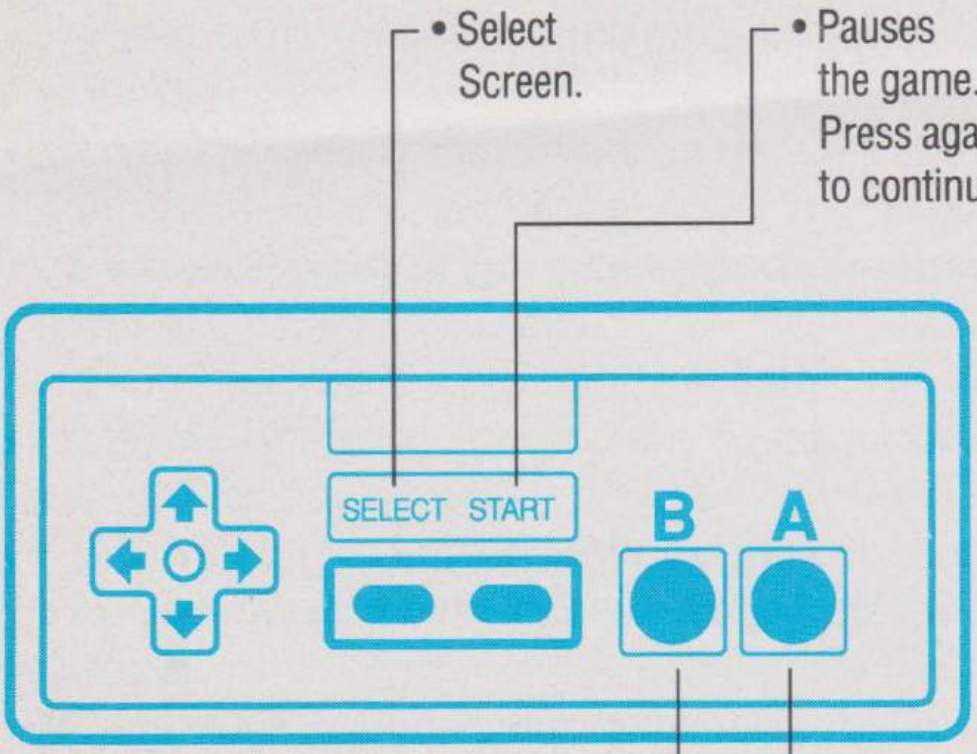
There are a limited number of continues available. When all of your continues have been used, the GAME OVER screen will appear the next time you run out of lives.

Luke, Han & Leia Controls

Most of the action in the STAR WARS NES game takes place using either Luke Skywalker, Han Solo, or Princess Leia during the scrolling game sections. You cannot control C-3PO, R2-D2 or Obi-Wan.

Please read about all of the player controls to understand how to use your characters. Instructions for controlling the landspeeder, Millennium Falcon, and X-wing start on page 12 of the manual. Instructions for the Select Screen are listed on page 8 of the manual.


• Climb Up ladders.
• Enter doors and elevators.
• Move your character left.
• Move your character right.
• Duck or crouch.
• Climb Down ladders.


• Select Screen.
• Pauses the game. Press again to continue.
SELECT START
B
A
• Fire weapon.
• Swing Lightsaber (Luke only).
• Run. Holding down the B button while walking will make your character run.
• Jump
• Press and hold A to Jump higher.

Special Move: Long Jump: While holding down the B button, run in the direction you want to jump, then press and hold the A button to jump.

Skipping Text Screens: Pressing any button will speed up the text display in the transition screens. Pressing any button a second time will advance you to the next screen or return you to the game.

Select Screen

During any action screen, press SELECT to bring up the Select Screen.

To choose your Team Leader or Weapon:

- Use the CONTROL PAD to move the cursor and highlight the character or weapon you want.
- Press any button to choose your character or weapon and return to the game. Han and Leia cannot be selected until they have joined your party.

You cannot display the Select Screen when:

- Your character is in the air, either flying or falling.
- You are aboard the landspeeder or the Millennium Falcon or X-wing in space.
- You are in the X-wing making the final attack on the Death Star.

To Use C-3PO, R2-D2 or Obi-Wan Kenobi:

- Use the CONTROL PAD to move the cursor and highlight the character you want.
- Press A and the character will either display its message or perform its special task.

C-3PO

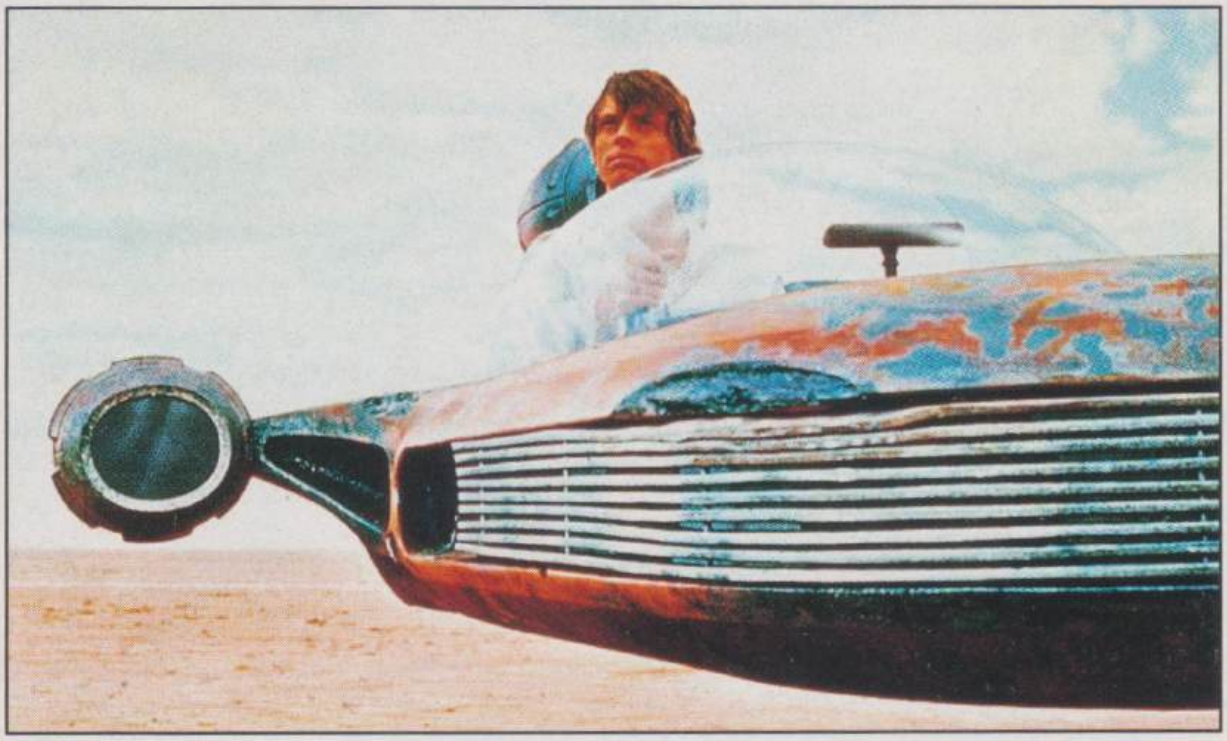
- His message will be displayed. Press any button to return to the Select Screen.
- His comments often steer you in the right direction.

R2-D2

- Although he cannot speak, C-3PO interprets his messages.
- After reaching the Death Star Control Room, he can display the map of Death Star hallways.

Obi-Wan Kenobi

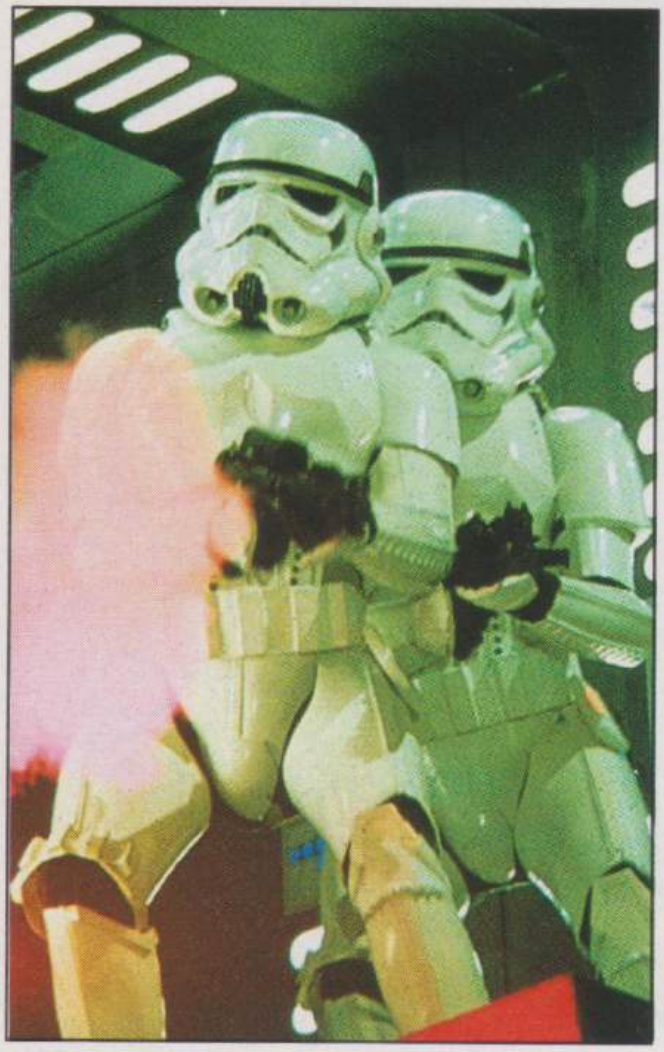
- His messages speak the wisdom of a Jedi Knight.
- He can use the Force to resurrect Han or Leia five times.



Scoring

Your score is based on the percentage of tasks you have completed. It is not necessary to complete every section of the game before you are allowed to move on to the next level. You may even complete the game and destroy the Death Star with less than 100%. Power players should try for 100%.

Your score is updated on the Select Screen after you play through a level and successfully complete the objective. It is possible to play through several of the caves, for example, without finding any goals which count towards your score. The lower your score, however, the harder you will find it to successfully complete the game.



Tatooine

The Tatooine Desert is a desolate wilderness, populated by dangerous creatures. Accompanied by your new droid, C-3PO, you are searching for the runaway droid, R2-D2. The caves are very dangerous. You'll need fast reflexes and perhaps a better gun to get through all of them.

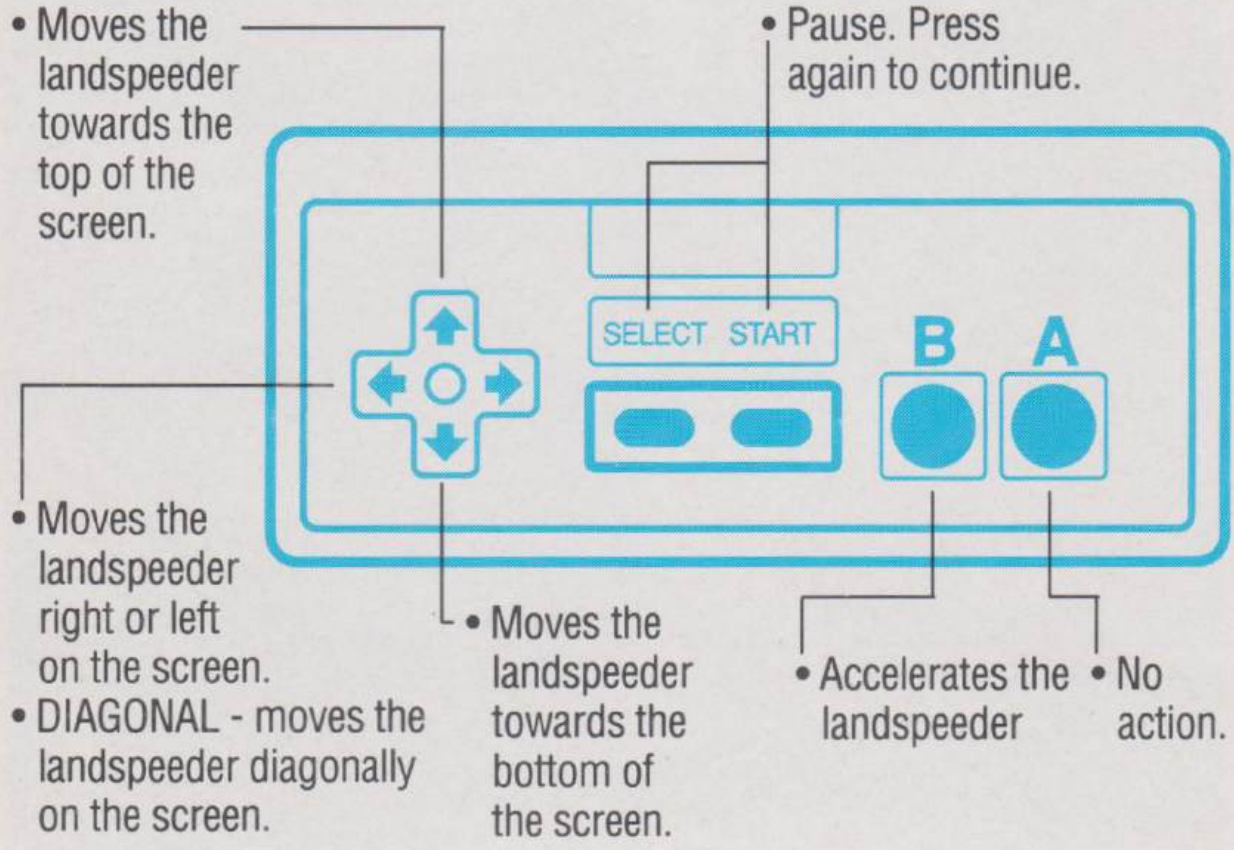
This section begins with Luke aboard the landspeeder. Any damage taken while in the landspeeder will affect Luke's energy level. There is an energy bar in the upper left-hand corner of the screen. When it reaches empty, one Luke life is gone. Guide your landspeeder to the different entrances and avoid banthas and enemy turrets.

The Tatooine Desert includes a sandcrawler, many caves, and the spaceport of Mos Eisley. Collect as many shields and extra lives as you can — they'll come in handy later. Some of the more interesting inhabitants and items to be found on Tatooine include:

- Shields for the Millennium Falcon (you need these for the Asteroid Belt)
- R2-D2
- Luke's Lightsaber
- Obi-Wan Kenobi
- Han Solo

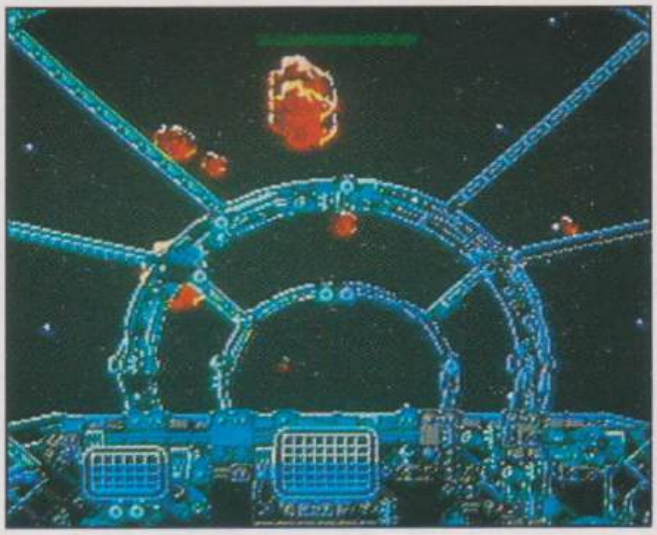
Regardless of how much of Tatooine you have explored, once you board the Millennium Falcon you will leave Tatooine.

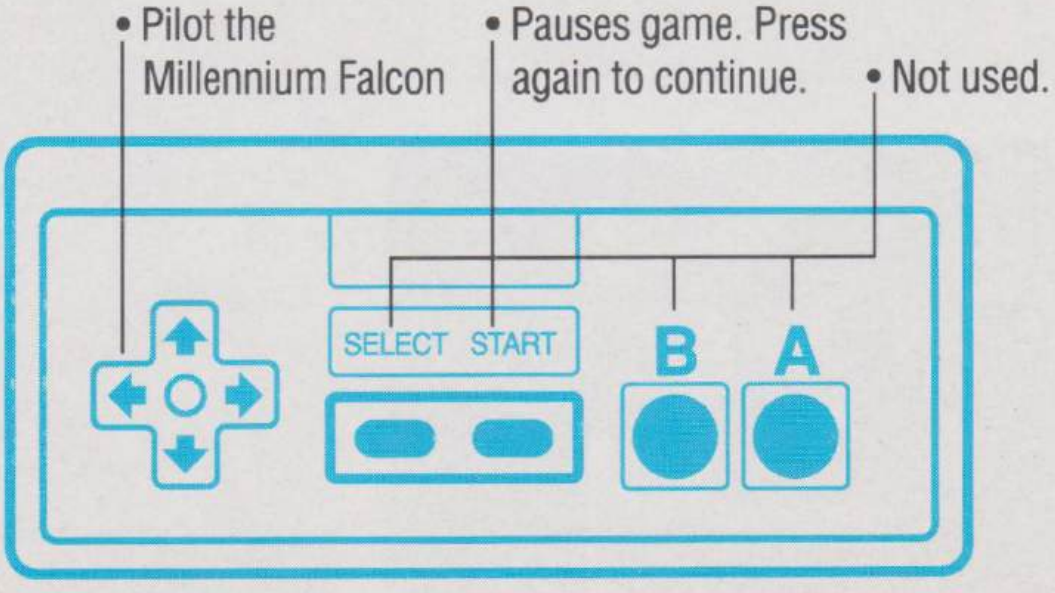
Landspeeder Controls


• Moves the landspeeder towards the top of the screen.
• Pause. Press again to continue.
SELECT START
B
A
• Moves the landspeeder right or left on the screen.
• DIAGONAL - moves the landspeeder diagonally on the screen.
• Moves the landspeeder towards the bottom of the screen.
• Accelerates the landspeeder
• No action.

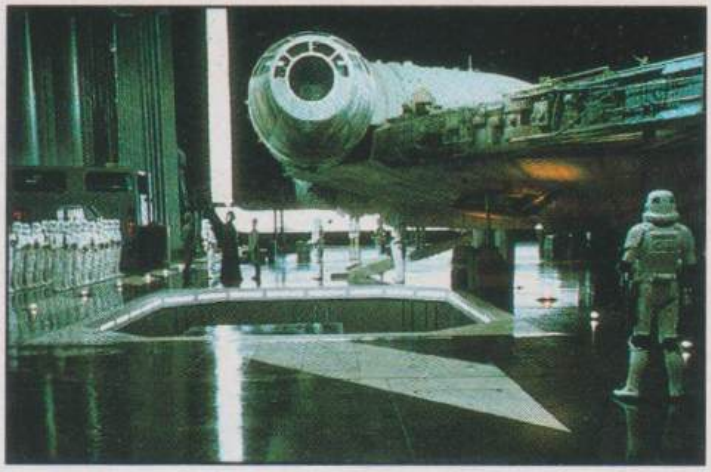
Asteroid Field

Now aboard the Millennium Falcon, you suddenly find yourself coming out of hyperspace and right into the middle of an uncharted asteroid field. It's the remnants of the planet Alderaan, destroyed by the Empire's new Death Star. Maneuver the Falcon through the asteroids, avoiding as many as you can. You cannot fire in the asteroid field. Two collisions with an asteroid costs the Falcon one shield. Lose all your shields and the game is over. If you successfully navigate the field, you'll find yourself locked in the dreaded Death Star's tractor beam.



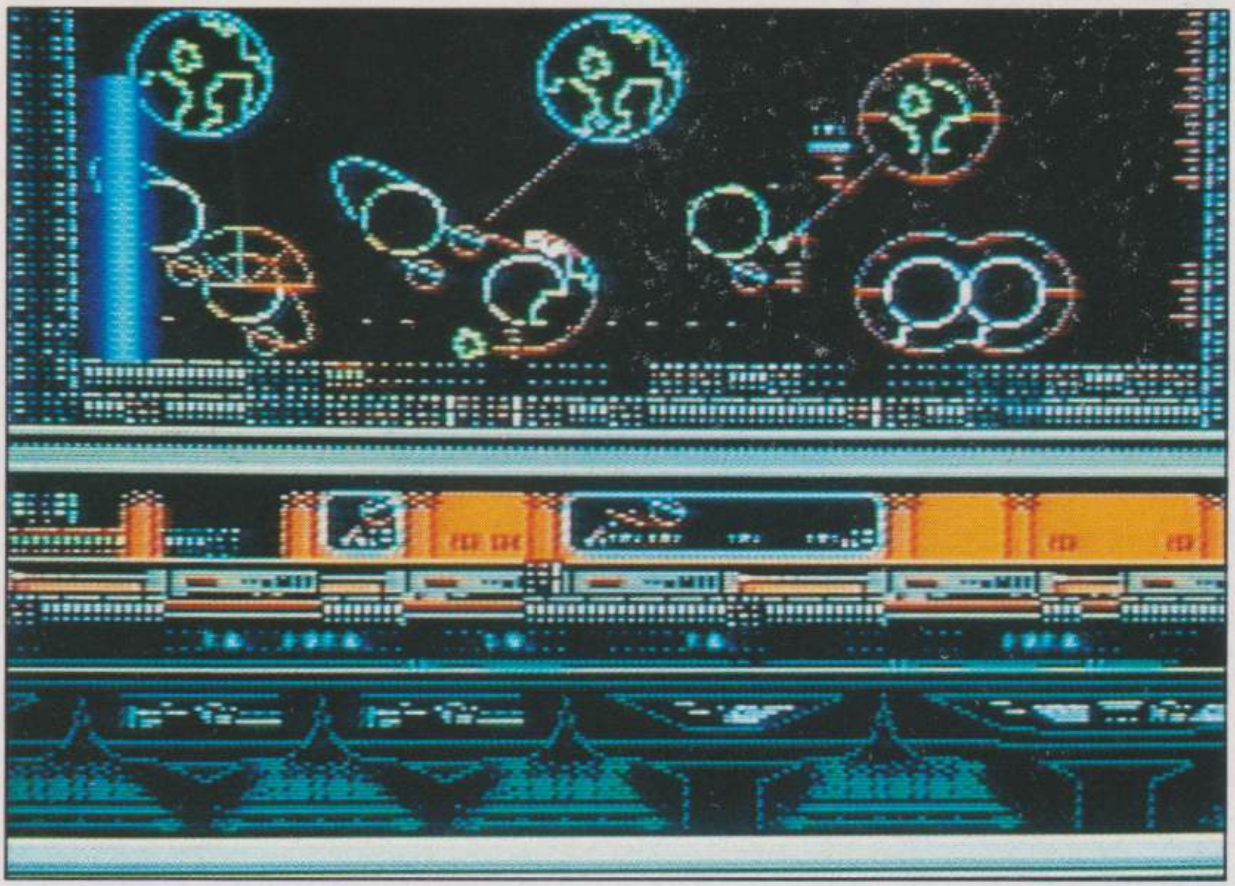


The Death Star



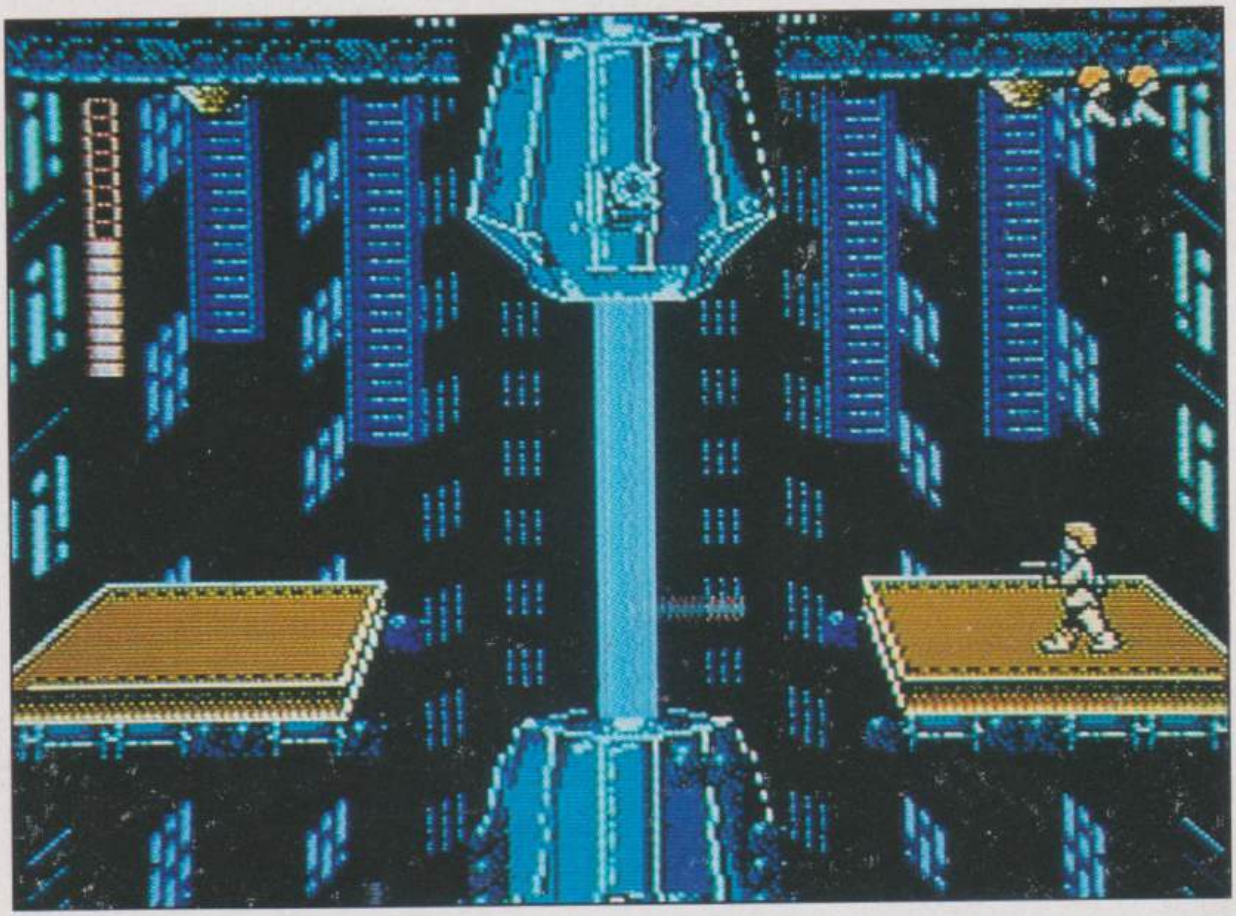
Before you can rescue Leia or even *think* about striking a blow against the Empire, you'll need to find a way out of the Hangar.

The Death Star is a treacherous maze of hallways and elevators. Find the Control Room first. If you've brought R2-D2 along from Tatooine, you can use his ability to tap into the Imperial Computer Network to display a detailed map of the interior of the Death Star.



Death Star Control Room

Tractor Beam

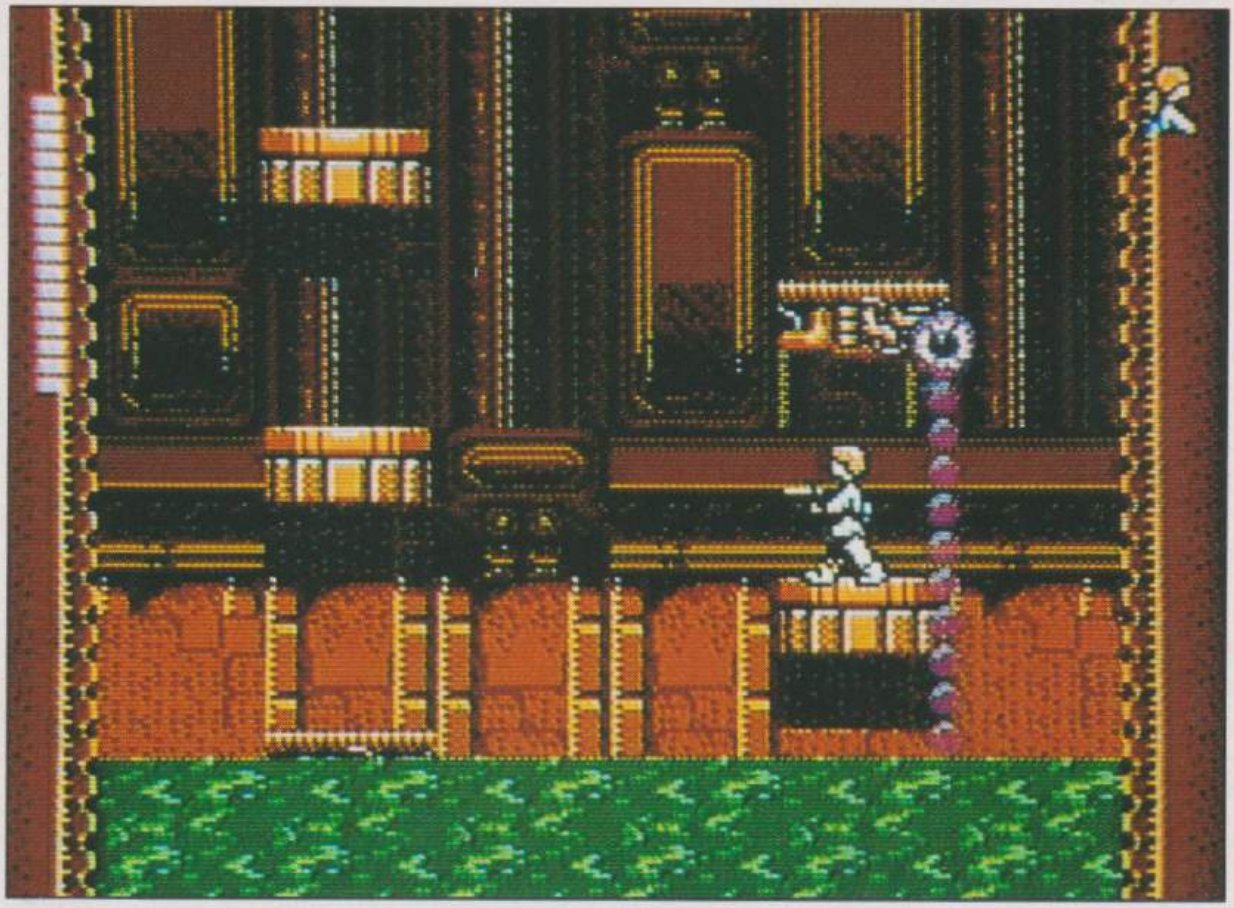


You must disable the tractor beam before the Millennium Falcon is free to leave the Death Star.

Death Star Cell Block/Hallway Two

Princess Leia is scheduled for termination, unless you can find your way through the intricate maze of the Death Star cell block and free her.

Trash Compactor

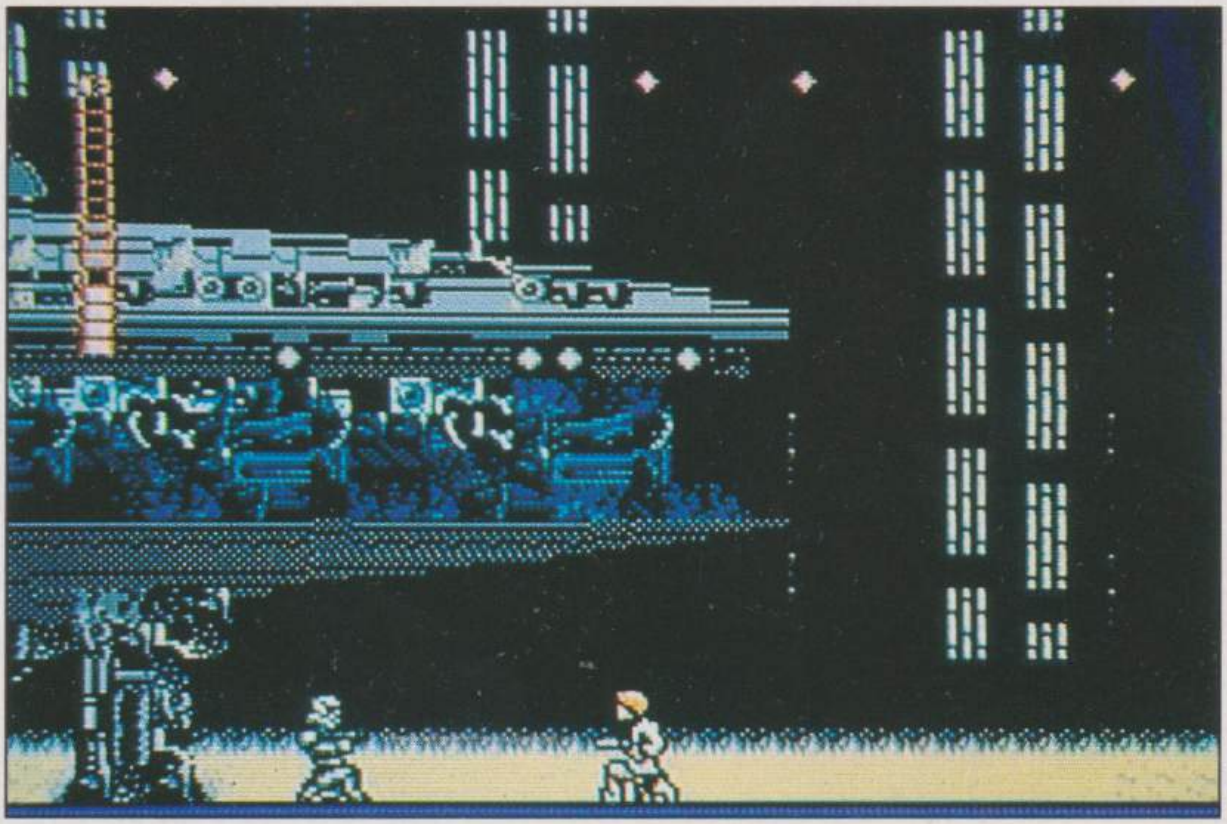


Now that you've rescued Princess Leia, get through the rest of the cell block to the trash compactor.

The complex trash disposal system aboard the Death Star is your only exit after rescuing Princess Leia. And it doesn't smell so good either. Just ask Han...

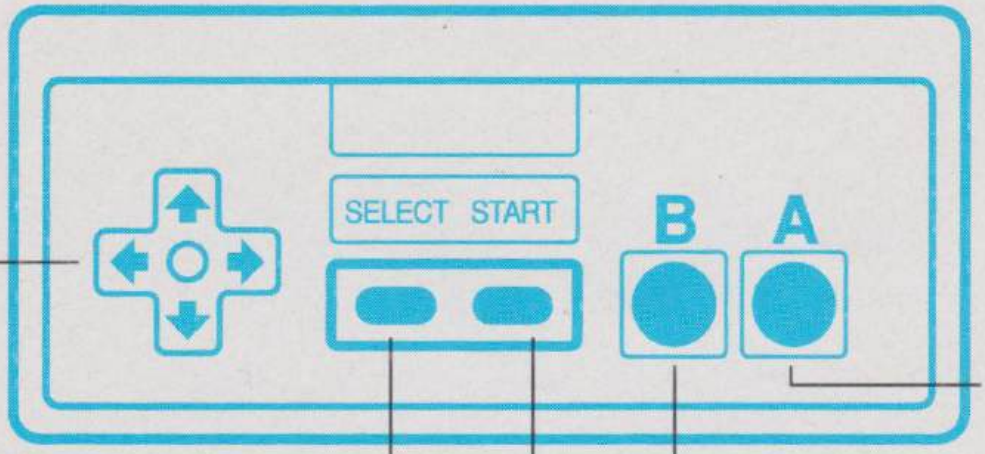
You've made it through the machinery, only to find that an alien beast has taken up residence in the trash compactor.

Death Star Hangar



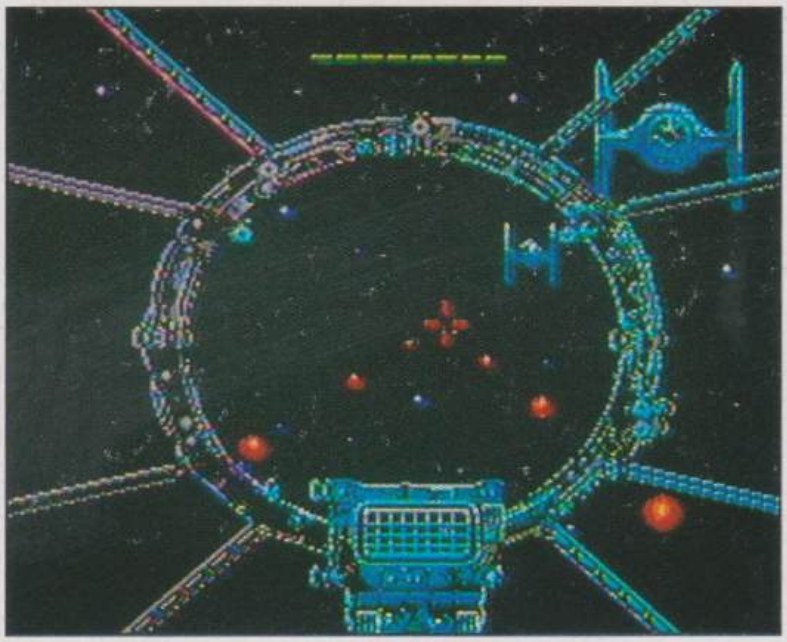
Can you make it back to the Millennium Falcon? The labyrinth of the Death Star Hangar is protected by some amazing alien life-forms in the service of the Empire. The deadly spikes should be avoided at all costs.

Millennium Falcon Gunner



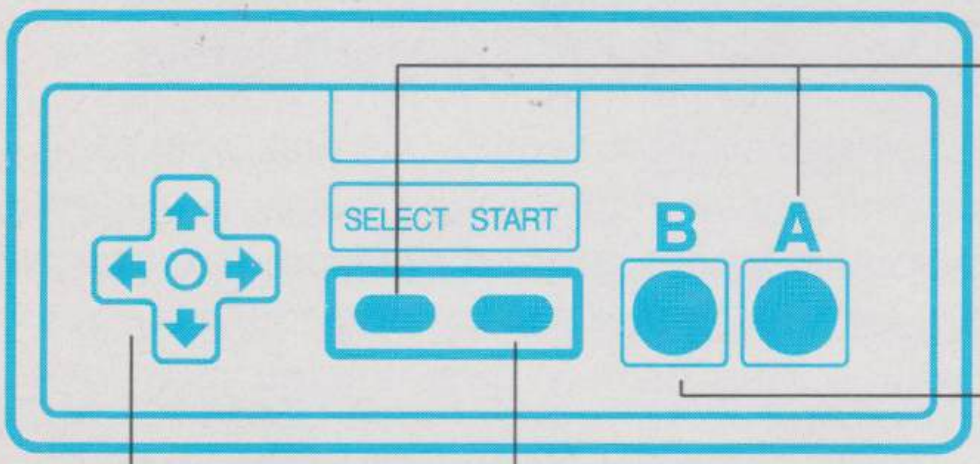
- Press the CONTROL PAD to move the targeting cursor around the screen.
- No action.
- Pauses game. Press again to continue.
- Fires Millennium Falcon lasers.
- No action.

Fleeing the Death Star aboard the Millennium Falcon, you'll fight wave after wave of enemy TIE fighters seeking to block your escape to the Rebel Base at Yavin.



X-wing Fighter Pilot

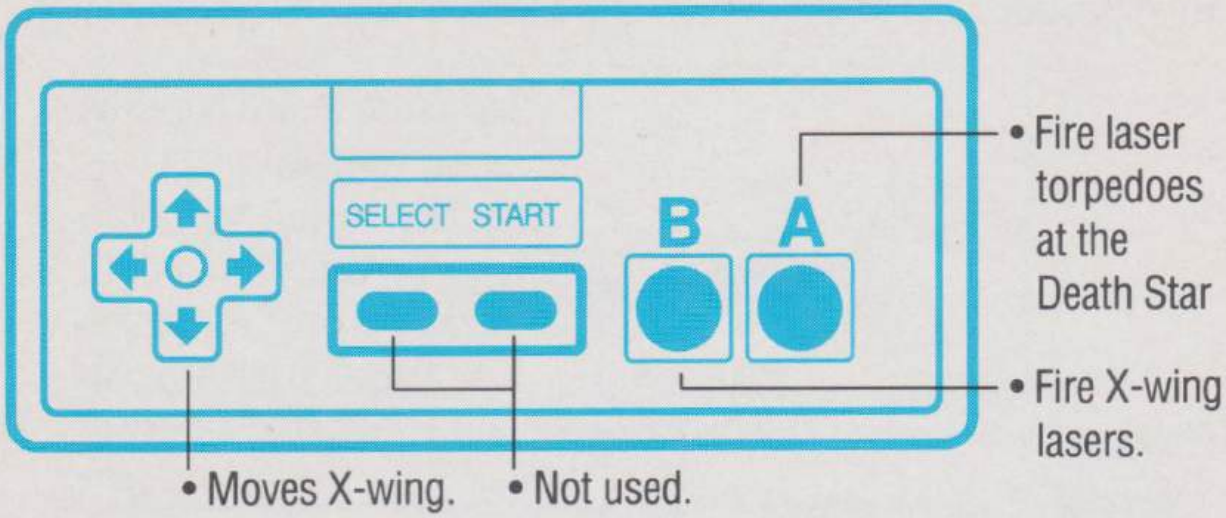
From the Rebel Base your first assignment as a member of the Alliance is to join the attack on the Empire's Death Star. You've been assigned to pilot an X-wing fighter. R2-D2 will regenerate a limited number of shields — if he's with you.



- Not used.
- Fire X-wing lasers.
- Press the CONTROL PAD to move the targeting cursor around the screen. Keep pushing the CONTROL PAD to pilot the ship in the direction the targeting cursor is moving.
- Pauses game. Press again to continue.

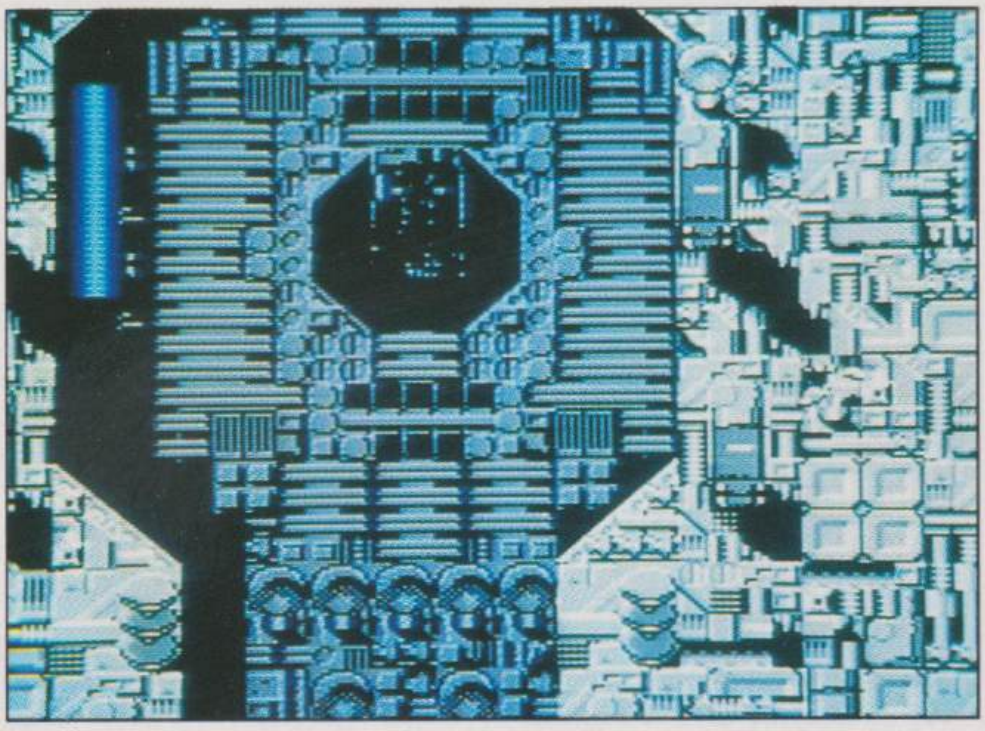
The assault on the Empire has begun. Run the gauntlet of Empire defenders aboard your rebel X-wing. With R2-D2 you'll find your chances of success are significantly improved.

X-wing Controls on the Death Star



Now your mission is in its final stage. Guide the X-wing down the treacherous trench and destroy the Death Star by blowing up the exhaust port and causing a nuclear chain reaction. Your X-wing is armed with unlimited laser torpedoes.

Good luck. And may the Force be with you.

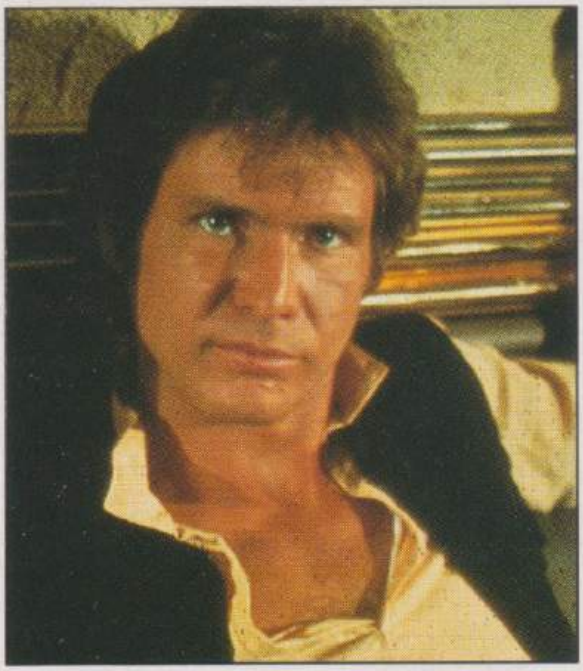


Appendix A: The Rebel Alliance

Your Characters:

Luke Skywalker

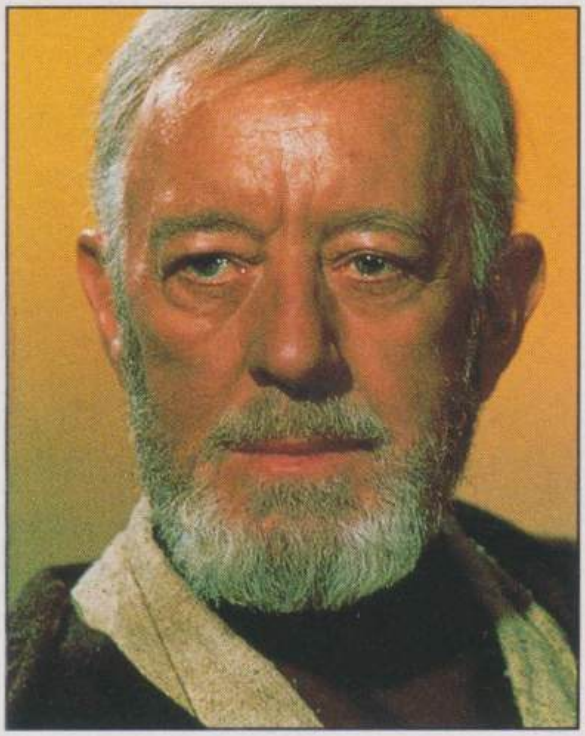
Luke Skywalker. His plans to attend the academy and become a fighter pilot were changed forever by the Empire. You start out with Luke as your main character — with three lives and a small gun. The number of lives Luke has remaining is displayed in the upper right of your screen. You should use Luke more than any other character since he can build up extra lives — up to seven. When all your Lukes are gone the game is over.



Han Solo — veteran space pilot, sometime smuggler. Han pilots the Millennium Falcon. If you don't have Han in your party, Chewbacca will fly you instead. Han is a stronger character than Luke — but use him wisely since he has only one available life.

Han Solo

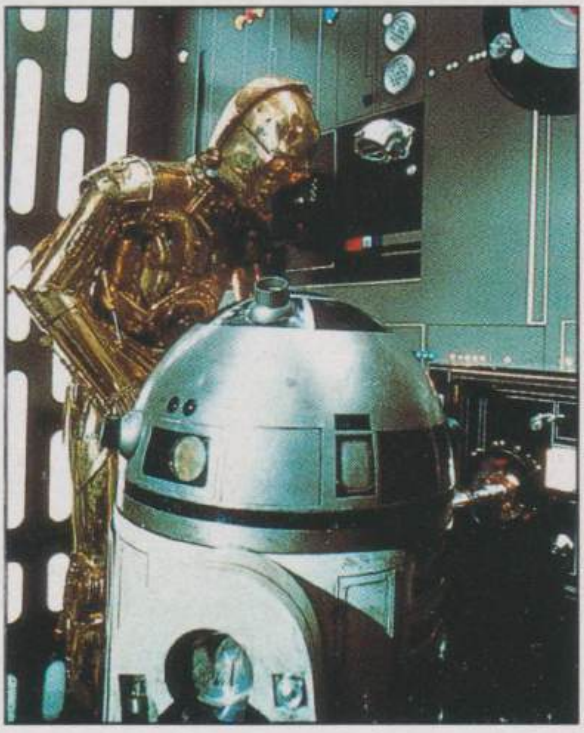
Princess Leia

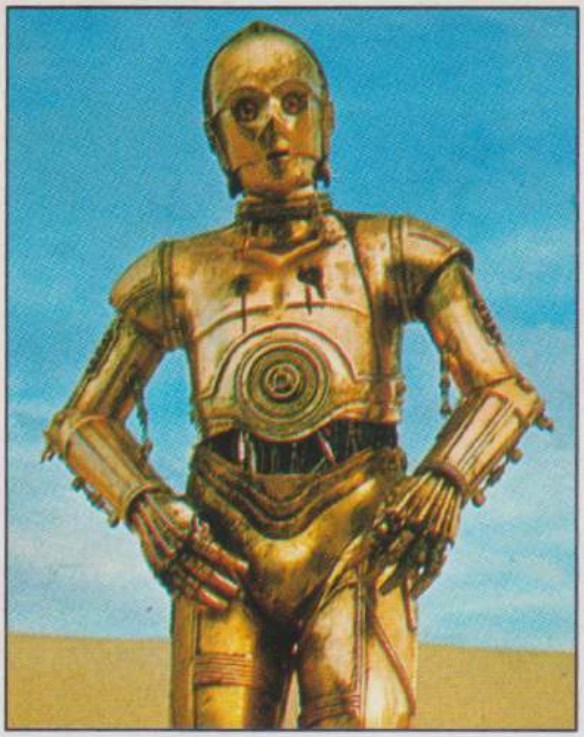


Obi-Wan Kenobi

Princess Leia Organa. If you rescue her from the Death Star cell block, you'll find she's a pretty handy character in certain situations. Like Han, you must use her sparingly, since she cannot collect extra lives.

Obi-Wan Kenobi — the last of the Jedi Knights. Old Ben Kenobi, as he's known on Tatooine, will be a very valuable addition indeed to your party. He's the key to getting the lightsaber, and to using the Force to bring Han and Leia back to life.





C-3PO

R2-D2

C-3PO — a nervous but well-educated droid. What C-3PO lacks in a taste for adventure he more than makes up for with his encyclopedic knowledge.

R2-D2 — We recommend you don't leave Tatooine without him. R2-D2 can regenerate your shields on the X-wing. He's also able to tap the Imperial Computer Network on the Death Star and show you layouts of the two hallways.

Appendix B: The Empire

A selection of your Enemies

Jawas - Mos Eisley Street
Banthas - Tatooine
Sandpeople - Tatooine caves
Flying Insectoids - Tatooine caves
Womp Rats - Tatooine caves
Giant Slugs - Tatooine caves
Bounty Hunters - Cantina
Boba Fett - Mos Eisley Street
Stormtroopers - everywhere
Various Droids -
scattered throughout

Boba Fett

Droids

Stormtroopers

Jawas

Sandpeople

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna

Relocate the computer with respect to the receiver

Move the computer away from the receiver

Plug the computer into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Advisory

Read before using your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

90-Day Limited Warranty

Lucasfilm Games and JVC Musical Industries Inc. ("JVC") warrant to the original purchaser of this Lucasfilm Games and JVC software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Lucasfilm Games and JVC software program is sold "as is," without express or implied warranty of any kind, and Lucasfilm Games and JVC are not liable for any losses or damages of any kind resulting from use of this program. Lucasfilm Games and JVC agree for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Lucasfilm Games and JVC software product, postage paid, with proof of date of purchase, at its Customer Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability. To receive this warrant service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Lucasfilm Games Consumer Service Department of the problem requiring warranty service by writing or calling:

Lucasfilm Games/JVC Musical Industries, Inc.
Nintendo Game Pak Customer Service Center
3800 Barham Blvd., Suite 305
Los Angeles, CA 90068
Telephone: 213-878-0101

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Lucasfilm Games and JVC software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LUCASFILM GAMES AND JVC. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL LUCASFILM GAMES OR JVC BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Game Credits

Lucasfilm Games Team:
Original Game Design by Akila J. Redmer
Contributions to Design by Kalani Streicher, Kelly Flock and Mike Ebert
Background Art by Harrison Fong, Armand Cabrera, and Jon Knoles
Character Animation by Jon Knoles and Gary Winnick
Produced by Akila J. Redmer and Howard Phillips
Package Design and Art Direction by Rick Strand
Manual Design and Layout by Mark Shepard
Documentation by Kelly Flock
Proofreading by Judith Lucero
Lucasfilm Games General Manager: Doug Glen
Product Marketing by Cynthia Wuthmann and Mary Bihr
Lead Tester: James "Purple" Hampton

Beam Software Pty., Ltd. Team:
Lead Programming by Andrew Carter
Flight Sequences Programmed by Trevor Nuridin
Cinematic Sequences Programmed by Jeff Kamenek
Additional Programming by Bill McIntosh and Damian Morton
Character Animation by Holger Leibnitz and Grant Arthur
Level Design by Ian Malcolm
Musical Arrangements and Sound Effects by Marshall Parker
Programming Tools by Philip Mitchell
Hardware Support by Gavan Anderson
Testing by Ann Davie
Beam General Manager: Alfred Milgrom

Special Thanks to George Lucas

FG 10924

For on-line tips to *Star Wars*, call

1-900-740-JEDI

(1-900-740-5334) in the United States only. Each call costs 75 cents per minute. If you are under the age of eighteen, make sure you get your parents' permission before you call.

WARNING: Do Not Use with Front or Rear Projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither JVC/Lucasfilm Games nor Nintendo of America, Inc. will be liable for any damages. This situation is not caused by a defect in the NES or this game; other fixes or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Printed in Japan